

CEIC FUN SOFTBALL LEAGUE RULES 2007

GAME STRUCTURE AND TEAM COMPOSITION

1. Each team should have a copy of these rules at each game.
2. Each game is to consist of seven (7) innings of three outs each. If the game is tied after seven innings, one extra inning will be played. If the game remains tied after the one extra inning, it will be scored as a tie.
3. If at the end of the sixth inning, the visiting team is winning by six or more runs, the home team may choose to bat first in the seventh inning. If they do not score enough runs to tie or go ahead, the game is over.
4. Maximum runs by a team in innings one through six, is six (6). The seventh inning and the extra inning are open. That is, there is no maximum to the number of runs that can be scored in these innings.
5. Start time for games is 6:30 (unless otherwise advised). If at 6:45 a team cannot field a minimum of nine players, the game is forfeit. In the event that confronting a late team is not desirable, the non-offending team has the option reporting the late start to any member of the Rules Committee at the pub that night. The win will be awarded to the on-time team, regardless of the final score of the game.
6. Each team may play with up to a maximum of ten (10) players, not more than six (6) of which may be males, and not less than (3) females in the field at any point during the game. A team with less than (3) females at the start or finish of a game will result in a forfeited game for this team.
7. A team may play up to four aliens at one time. An alien is a person who is not employed, and has not previously been employed by the federal/provincial government. An alien is not a father, mother, sister, brother, son, daughter, spouse, boyfriend, girlfriend, or common law partner of a non-alien player.
8. Only captains make decisions regarding problems on the field, but if captains cannot resolve them, the Rules Committee must be approached at the Firefighter's pub, or send your question for a ruling to any of the four people below. The 2007 rules committee is:

Trent Cook	trent.cook@cbsa-asfc.gc.ca
Laura Terry	mailto:laura.terry@cbsa-asfc.gc.ca
Aaron Parsons	aaronparsons@shaw.ca
Derek Enos	derek.enos@psc-cfp.gc.ca

9. Rain outs will be decided on game day by the team captains. The decision cannot be unilateral. If one captain feels the game should be played, both teams must show up at the park to determine if the game is playable. Rain outs can be made up at both team's convenience. If the game is not rescheduled, it will be deemed a tie. It is the responsibility of the team captains to make arrangements for rescheduling a rain out. No team is obligated to play a makeup game. If one team wants to play a make up game, opposing captains should do their best to accommodate this.

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EQUIPMENT & PLAYING FIELD

1. Home Plate
 - a. The home plate mat should be the mat provided by the league.
 - b. The home plate mat should be placed on top of any existing baseball home plate or in the event a team has a mat with the home plate section cut out the mat should be placed in position where the front edge of the mat is in line with the front edge of the existing home plate.
2. 1st Base Safety Bag
 - a. The 1st base bag should be a double safety base with the white portion of the base placed in the field of play like a normal base and the coloured safety portion placed entirely in foul territory.
3. The Bases
 - a. 2nd and 3rd Base should be standard softball bases. 3rd Base should be placed entirely in fair territory with the edge of the base on the foul line.
4. Field set-up
 - a. A legal game ball, the bases, and the home plate mat will be provided and set-up by the designated home team.
5. Official Field Dimensions
 - a. Baselines of 60 feet.
 - b. Pitching distance shall be a minimum of 40 feet from home plate
6. The Official Bat
 - a. All bats must be ASA approved for use in Slo-Pitch softball. All ASA approved softball bats will have labels indicating they are legal for use in ASA sanctioned play.
7. Altered Bats
 - a. Any bat that has been altered in any way from its originally manufactured state in such a way to improve the distance factor or provide an unusual reaction to the ball is illegal.
 - b. Examples of altered bats include:
 1. Replacing the bat handle with a different type of handle
 2. Inserting material inside the bat
 3. Wrapping more than two layers of tape around the bats grip
 4. Painting a bat on the grip or barrel
 5. Attaching a flare or cone grip
 - c. **EFFECT** – If an altered bat is discovered prior to or during a game the bat should be removed from play immediately.

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8. Banned Bats
 - a. The league follows SPN guidelines in regards to banning bats that have not been ASA approved. All ASA approved bats are labelled as such so if a bat does not carry an ASA label it is considered banned.
 - b. A full listing (and pictures) of banned bats is available at the SPN website <http://www.slo-pitch.com>.
 - c. **EFFECT** – If a banned bat is discovered prior to or during a game the bat should be removed from play immediately.
9. Metal cleats are not allowed. Eight or more moulded cleats are acceptable.
10. The catcher's mask is optional. Hey, it's your face.

PITCHING

1. Pitching distance shall be a *minimum* of **40 feet** from home plate. Home captains should measure and mark this point prior to the games.
2. Each pitch must be a minimum of 6 feet and a maximum of 12 feet off the ground. A batter may request through the umpire that a pitcher lower his or her pitches. The pitcher should be courteous and honour the request.
3. Illegal Pitch.
 - a. If a pitch is outside of the required pitching arcs the umpire will immediately call “illegal pitch” or “no pitch”.
 - b. An illegal pitch is considered a called ball, unless the batter chooses to swing at the pitch.
4. Called Strike.
 - a. A legal pitch that hits ANY PORTION of home plate or the home plate mat will be called a strike.
 - b. An illegal pitch that is called by the umpire and swung at by the batter will be called a strike if the ball is hit foul or missed on the swing.
5. Called Ball.
 - a. A legal pitch that does not hit ANY PORTION of the home plate mat will be called a ball.
 - b. An illegal pitch that is called by the umpire and not played by the batter will be called a ball.
6. Walks & Intentional Walks
 - a. A walk will consist of **5** balls
 - b. An intentional walk will be on 5 straight balls or “strike one” and 5 straight balls
 - c. On a intentional walk, the batter will go directly to 2nd base. This applies to both female and male batters.

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7. Quick Pitching.

- a. The pitcher CANNOT make a quick pitch with the intent of catching the batter off guard or off balance. This could be when the batter first takes his position or is off balance from the previous pitch. The umpire should call “no pitch” in a quick pitch situation.
- b. EFFECT – If a quick pitch is called the play is considered dead and neither a ball nor strike is called.

BATTING

1. Bunting

- a) A female may choose to bunt.
- b) A bunt with 2 strikes that goes foul is an out
- c) No “hack” or “slap” bunting is permitted. Either of these types of bunts will result in an automatic out
- d) If the batters foot is in contact with the plate or mat when contact is made the batter will be called out
- e) If the batters foot is out of the batters box when contact is made the batter will be called out

2. The “infield fly rule” is eliminated. A pop-up must be caught to register an out; runners advance at their own risk. Exception: If in the opinion of the captain of the offensive team, the defensive player purposely drops or lets bounce a pop-up in order to attempt a double, or triple play, and accomplishes that purpose, the whole play will not count. It will be considered “no pitch” and the batter will bat again.

3. The batting team supplies an umpire. Umpires call balls, strikes, illegal pitches, fair & foul balls, safes and outs, all out of bound plays, and whether a batted ball is in play or out of play. If the batting team does not have an umpire in place, all disputed calls are decided in favour of the defensive team.

4. An outfielder cannot throw directly to first base to record an “out” of the batter at first base. An outfielder does not include the players at first base, second base, third base, short stop, catcher or pitcher.

5. The batting order may consist of any number of individuals. However, two males may not bat consecutively.

BASERUNNING

1. No leadoffs are allowed. A leadoff is **“leaving the base before the batter makes contact with the ball”**.

- a) Effect: The runner is out.
- b) If the pitch is hit:
 - i. the play is dead and the resulting action does not count,
 - ii. the pitch counts in any case against the batter, hit or not, and

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2. Sliding

- a) Is permitted at 2nd base and third base **only**
- b) Sliding is **not** permitted at 1st base, or home plate
- c) Aggressive sliding will not be permitted. Sliding to purposely try to break up a play will not be permitted and will result in an automatic out
- d) Sliding is permitted to avoid a collision between a fielder and a runner to remove the chance of injury to either player
- e) Avoiding a tag is a secondary reason to permit a slide, and not one to be taken at the expense of safety. If it appears that the runner slid into the base with the intent of dislodging the ball from the fielder's glove, in anger or with an intent to injure it is expected that the runner's team captain will remove this player from the game.
- f) Sliding *back* to a base is permitted on all bases but not home plate (e.g.: a runner rounds second base and a throw comes in from the outfield and the runner dives back to the base without a slide involved)

3. Base runners may advance one base from the base they occupied before the ball was put into play when a ball is thrown or carried out of play (***beyond the line of the backstop***). A ball within the field boundaries is "live"; runners may advance at their own risk. This rule now includes runners on third base. For example, if a runner occupies third base when a ball is put into play, and the ball is overthrown at first base and goes out of play, the runner on third advances to home plate and scores.

4. The ball is "dead" when any defensive player is in control of the ball in the infield facing home plate and there is no play to be made.

5. If a batted ball hits a runner, the runner is "out".

- a) **Exception:** If the ball is touched first by a defensive player, or could have been played but wasn't, or was missed, and then hits the runner, the runner is not out, the ball continues to be "live".

6. A base runner has the right of way on the base path and a fielder must not interfere with the runner. To do so is "obstruction".

- a) **Exception:** A fielder playing a batted ball has the right of way over the runner. Interference with the fielder playing a batted ball results in the runner being out. ***A safety bag is to ensure no collision happens between runner and first base player. Every batter should try to avoid the first baseman; touch the outside or "orange" bag. The first baseman should ensure their body is not blocking the bag for runner; keeping their foot on the inside or "white" bag. Keeping this in mind will keep us safe and free of injury.***

7. The batter must run out his/her hit. There will be no pinch runners from home plate. Pinch runners are allowed from first base only. The pinch runner must be the same sex as the batter and the last batter out in the order. If a pinch runner is on base when his or her regular turn at bat occurs, the batter is out.

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8. All plays at home plate are force plays. A point of no return shall be marked thirty feet from home plate towards third base. Once a runner crosses this point, he/she must continue to home plate.

In order to execute the force play (that is, for the runner to be out), the defensive player must be in possession of the ball and touching home plate or mat before the runner crosses the extended plane of the first base line. The runner coming home cannot be tagged after s/he crosses the commitment line. The play must be made to the home plate/mat.

The runner is automatically out if he/she touches home plate. All the runner must do is cross the extended plane of the first base line before the defensive player gains possession of the ball and touches home plate.

9. IF THE CATCHER IS IN CONTACT WITH HOME PLATE AWAITING THE THROW, AND THE RUNNER COLLIDES WITH THE CATCHER, THE RUNNER IS OUT.

IMPORTANT NOTES

1. As our name implies, this is a friendly and fun league, so play the game with that spirit at all times.
2. Please ensure that people who are umpiring are aware of SPN softball rules and our league rules. Captains should have a copy of these rules with them at every game.
3. If a rain out is called, we will still be gathering at Firemen's Pub in the evening.
4. Discretion **must** be exercised regarding alcohol at parks/schools. Our contracts for diamonds stipulate there is to be no alcohol consumption at these places.
5. Game reports are to be sent in by the WINNER of the game. Reports should be sent to Shannon Derksen by email (derksenshannon@hotmail.com) no later than Monday afternoon following each game.